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| ClassName | Computer | Description |
| Operations | + getScore () : int | Returns an integer value of Computer score. |
|  | + setScore (int) : void | Passing an integer to add to current score. |

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| ClassName | Human | Description |
| Attributes | -String name | Name of Human player. |
| Operations | + getName () : string | Returns name of Human player. |
|  | + setName (string) : void | Sets the name of Human player. |
|  | + getScore () : int | Returns an integer value of Human score. |
|  | + setScore (int) : void | Passing an integer to add to current score. |

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| ClassName | Main | Description |
| Attributes |  |  |
| Operations | +*main(String[]):* void | Calls new Interface() to start a game of Hollywood Squares |

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| ClassName | Player | Description |
| Attributes | # int scores = 0 {0 ... \*} | Keeps track of scores. Starts at 0 and cannot be negative. |
|  | # int representation = {1,2} | Represents the player value of array of squares. |
| Operations | + getScore () : int | To be overridden by Human or Computer. |
|  | + setScore (int) : void | To be overridden by Human or Computer. |
|  | + getRepresentation():int | return representation. |
|  | +setRepresentation(int):void | Sets representation of Player |